

Cube Game Zero 'n' Five

Objective:

Match the graphical representation of a pattern with the number of tiles in Positions 0 and 5.

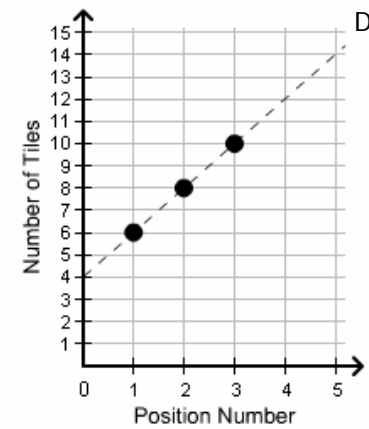
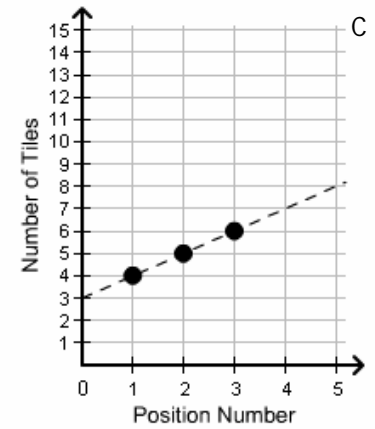
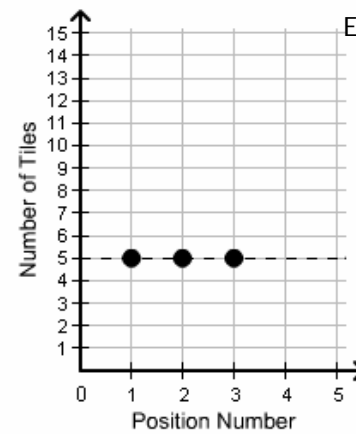
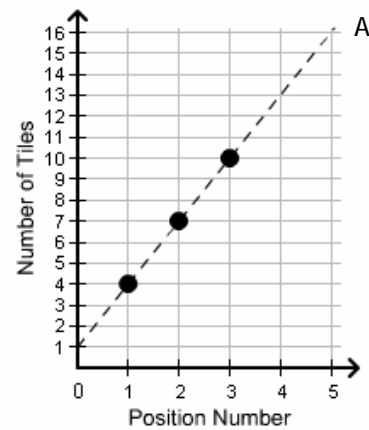
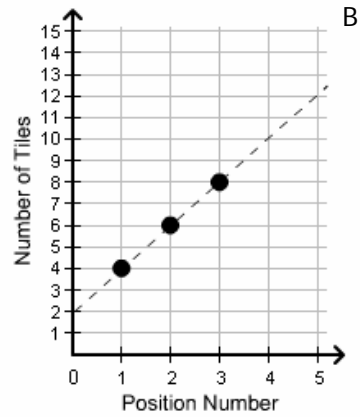
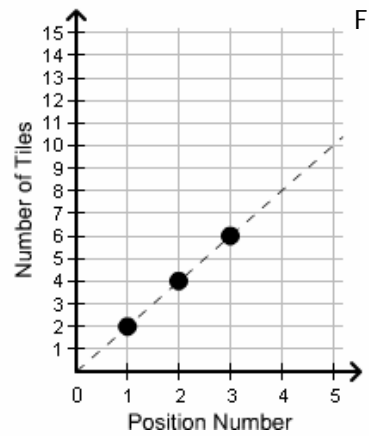
Directions:

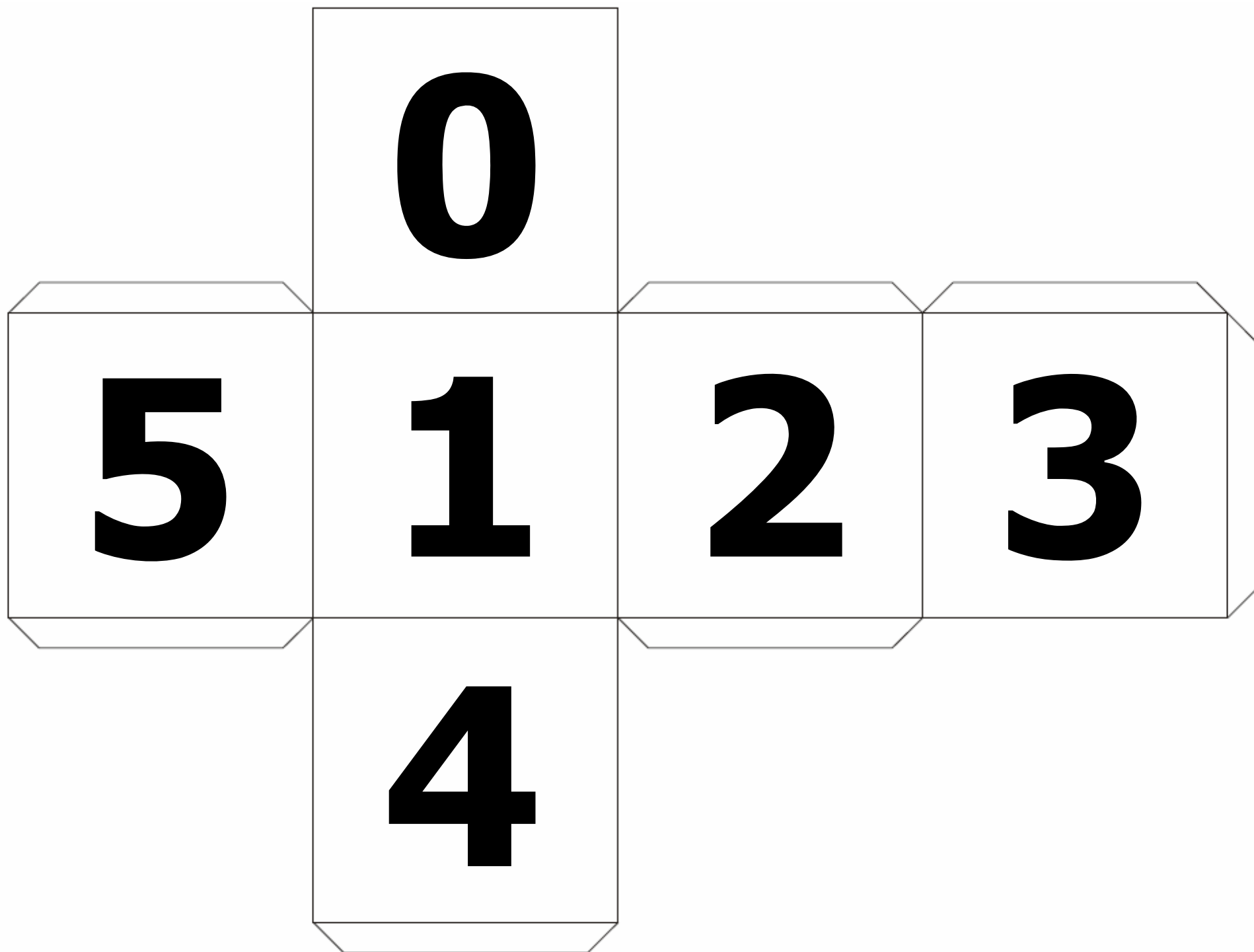
1. Print the net for each of the cubes onto card stock then assemble the three cubes.
Cube 1 is the Graph cube.
Cube 2 has the number of tiles in Position 0.
Cube 3 has the number of tiles in Position 5.
2. Player A rolls all three cubes. Look at the top face of the Graph cube. If the top faces of the other two cubes have the correct information for the graph (i.e., number of tiles for Positions 0 and 5) then Player A wins. Otherwise, continue with step 3.
3. Player B rolls the Position 0 cube until its top face shows the number of tiles in Position 0 for the graph. The number of rolls it takes to do this is Player B's score.
4. Player A rolls the Position 5 cube until its top face shows the number of tiles in Position 5 for the graph. If Player A takes fewer rolls than Player B (from step 3) then Player A wins.

Answer Key:

Graphical Representation	Number of Tiles Position 0	Number of Tiles Position 5
A	1	16
B	2	12
C	3	8
D	4	14
E	5	5
F	0	10

Answer Key:





8

5

10

12

16

14